AMENDMENTS TO THE CLAIMS

Please amend the claims as follows.

1.-19. (Canceled)

20. (New) A method for processing video data in a receiver/decoder comprising:

designating a first buffer sub-area as a display buffer;

designating a second buffer sub-area as a working buffer;

storing subtitle data in the working buffer;

storing graphics data in a third buffer sub-area; and

copying the graphics data from the third buffer sub-area into the working buffer;

interchanging the designation of the first buffer sub-area and the second buffer sub-area; and

displaying the video data comprising data from the display buffer,

wherein the video data comprises both the subtitle data and the graphics data, and

wherein the first buffer sub-area, the second buffer sub-area, and the third buffer sub-area are located in a graphics buffer region.

21. (New) The method of claim 20, wherein the third buffer sub-area comprises a plurality of icon buffer sub-areas.

22. (New) The method of claim 21, wherein graphics data is stored in any one of the plurality of icon buffer sub-areas.

23. (New) The method of claim 20, wherein interchanging the designation of the first buffer sub-area and the second buffer sub-area occurs at a specific time interval.

24. (New) The method of claim 23, wherein the specific time interval is in the range of 5-10 seconds.

25. (New) The method of claim 20, wherein displaying the video data comprises displaying graphics data over the subtitle data for overlapping portions of graphics data and subtitle data.

26. (New) The method of claim 20, wherein displaying the video data comprises displaying non-overlapping portions of graphics data and subtitle data concurrently.

27. (New) The method of claim 20, wherein the designation of the first buffer sub-area and the second buffer sub-area is interchanged immediately after copying the graphics data into the working buffer.

28. (New) The method of claim 20, wherein other received data to be displayed as video data is copied into the working buffer immediately after copying the graphics data into the working buffer.

29. (New) The method of claim 20, wherein the video data comprises a graphics layer comprising the graphics data and the subtitle data, a stills data layer, a moving image data layer, and a cursor data layer.

30. (New) The method of claim 29, wherein the moving image data layer and the subtitle data comprise at least part of an MPEG datastream.

31. (New) The method of claim 20, wherein graphics data comprises icon data.

32. (New) An apparatus for processing video data in a receiver/decoder comprising:

a first buffer sub-area initially designated as a display buffer and configured to store subtitle data;

a second buffer sub-area initially designated as a working buffer; and

a third buffer sub-area configured to store graphics data,

wherein the receiver/decoder is configured to:

copy the graphics data from the third buffer sub-area into the working buffer;

interchange the designation of the first buffer sub-area and the second buffer sub-area; and

display the video data comprising data from the display buffer, wherein the video data comprises the subtitle data and the graphics data,

wherein the first buffer sub-area, the second buffer sub-area, and the third buffer sub-area are located in a graphics buffer region.

33. (New) The apparatus of claim 32, wherein the third buffer sub-area comprises a plurality of icon buffer sub-areas.

34. (New) The method of claim 33, wherein graphics data is stored in any one of the plurality of icon buffer sub-areas.

35. (New) The method of claim 32, wherein interchanging the designation of the first buffer sub-area and the second buffer sub-area occurs at a specific time interval.

36. (New) The method of claim 35, wherein the specific time interval is in the range of 5-10 seconds.

37. (New) The apparatus of claim 32, wherein graphics data comprises icon data.

38. (New) The apparatus of claim 32, wherein displaying the video data comprises displaying graphics data over the subtitle data for overlapping portions of graphics data and subtitle data.

39. (New) The apparatus of claim 32, wherein displaying the video data comprises displaying non-overlapping portions of graphics data and subtitle data concurrently.

40. (New) The apparatus of claim 32, wherein the designation of the first buffer sub-area and the second buffer sub-area is interchanged immediately after copying the graphics data into the working buffer.

41. (New) The apparatus of claim 32, wherein other received data to be displayed as video data is copied into the working buffer immediately after copying the graphics data into the working buffer.

42. (New) The apparatus of claim 32, wherein the video data comprises a graphics layer comprising the graphics data and the subtitle data, a stills data layer, a moving image data layer, and a cursor data layer.

43. (New) A broadcast and reception system including a receiver/decoder according to claim 32, and means for broadcasting said data.